# Tom Snyder Productions

EDUCATIONAL SOFTWARE

## 1987 CATALOG

GRADES 5 - 12

SOCIAL STUDIES • HISTORY • MATH • SCIENCE

TAKE ADVANTAGE OF OUR FREE 30-DAY PREVIEW POLICY !

MANY NEW PROGRAMS INSIDE !

**Save Money**
**Order now**
**Prices increase**
**January 1, 1988.**

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## Dear Teachers and Administrators:

I am pleased to present our Educational Software Catalog for 1987. You now have the opportunity to choose software designed **to work with you** in your classroom. Before you look through this catalog, you should know a few things about our company and our philosophy.

Tom Snyder Productions (TSP) was founded in 1980 to create the highest quality educational software available. Having brought together a group of committed educators, we are able to develop software based on our complete familiarity with the realities of school and classroom life.

- We believe that computers can be effective tools to help teachers manage and teach an entire class of 30 students.
- The teacher is an indispensable, central force in the classroom. When the computer is used as a tool for the teacher, it can help launch great curricular discussions and provide students with the opportunity to learn from one another.
- One or two computers in the classroom is often a reality. This arrangement may in fact be the ideal way to maximize the benefits of technology in the school setting.
- Our software takes advantage of the one-computer classroom. The programs encourage group interaction and informed discussions with the teacher as the creative manager of it all. It's what real teaching is all about.

Welcome to the new school year. We'd like to congratulate you on your on-going efforts in the classroom. If you order any of the curricular programs and supplementary products featured in this catalog, you could make this your best year ever.

Good luck, and let us know how you're doing with the software you purchase!

Sincerely,

Tom Snyder

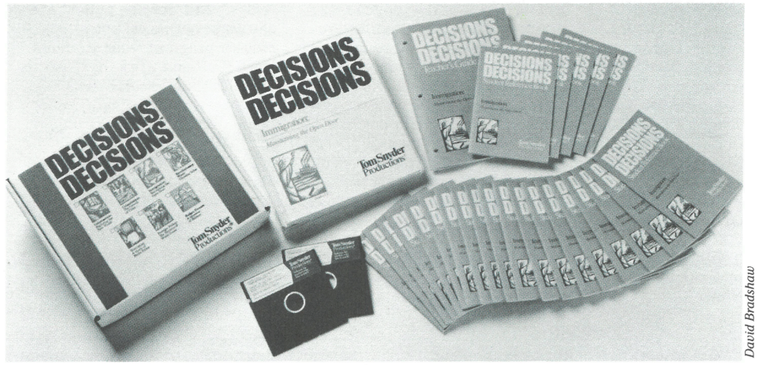
Thomas F.F. Snyder

P.S. I urge you to take advantage of our 30-day preview policy.



# DECISIONS DECISIONS SERIES

*Help your students make some of the toughest decisions in history right in your classroom.*




David Bradshaw

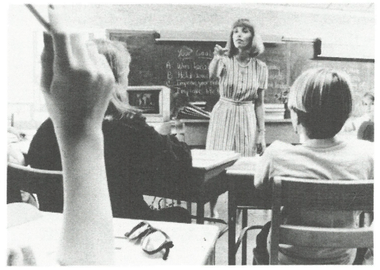
*Each DECISIONS, DECISIONS title includes all the materials you need for your entire class!*

## Designed for teachers.

**Decisions, Decisions** is a series of eight different software programs that help you teach important curricular topics in your social studies classroom. They are designed to make your teaching job easier *and* more rewarding. As your students take part in role-playing simulations, challenging social studies issues from the past and present come alive in your classroom. With the computer as an information manager and the programs as discussion motivators, you're free to do what you do best—**teach**!

## Discussion generator.

In such roles as town mayor, television show sponsor, or President of the United States, your students actively discuss options, make choices, and see the results of their decisions. They improve their critical thinking and problem-solving skills as they learn how to use history to make informed decisions.



## Curriculum-based.

This software does more than supplement your curriculum. Our programs are curriculum solutions with software as an intergral part. The content is fully researched and ready to be used with your social studies class.

## Easy to use.

- The software's on-screen commands require minimal key stroking.
- Program waits for the teacher to make the first move.
- The Teacher's Guide is packed with ways to use the software successfully in the classroom.
- **You need only one computer for the entire class**. The computer is your ally, working with you and adapting to your teaching style.

*"Overall Rating: A+*
***Decisions, Decisions** is a tool that the teacher can take from the shelf and use to motivate, instruct, and provoke thought"*

**- Electronic Learning**

## Program Highlights:

- An entire class or as many as six small groups can use one program simultaneously.
- Discussions can cover as few as two class periods or as many as two weeks' worth of classes.
- Each simulation can proceed in **over 300 different ways**— the same decision or policy doesn't always lead to the same outcome.
- Individual Student Reference Books provide historical background information, definitions, and a variety of controversial viewpoints to help students make informed decisions.

## Grades 5-12

## Each Title Includes:

- Extensive Teacher's Guide
- Detailed lesson plans
- Reproducible student worksheets
- Master and back-up disks
- 24 Student Reference Books with key historical information
- A handy vinyl binder

*See the next two pages for detailed descriptions of all the Decisions, Decisions titles.*

Take advantage of our free 30-day preview.

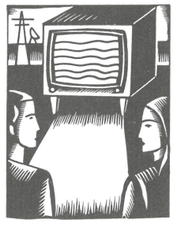
# Presenting the critically acclaimed DECISIONS, DECISIONS series.

## The Budget Process:
A Question of Balance

*Grades 8-12*

Political science, economics, current events, and U.S. history come into play in this highly true-to-life simulation. Students are actively involved as a House of Representatives sponsor of a controversial budget bill. Critical issues of the bill include defense spending, social programs, taxes, inflation, and unemployment. Your students will face these and other pressing questions as they try to win support for a budget bill that is both good for the country and popular enough to get passed into law.

| | |
|---|---|
| BUD-APPLE-A | $89.95 |
| BUD-IBM-A | $89.95 |



## Television:
A Study of Media Ethics

*Grades 5-12*

Media responsibility, advertising, censorship, and the unique role of television in American life are some of the important topics and issues your students will consider in this exciting simulation. A television special about children and nuclear war is to be sponsored by a snack food company. Special interest groups have previewed the show and are against the amount of violence it contains. As representatives of the snack food company, should your students stand behind the special, edit it, or pull out as the sponsor?

| | |
|---|---|
| TEL-APPLE-A | $89.95 |
| TEL-IBM-A | $89.95 |

## Foreign Policy:
The Burdens of World Power

*Grades 8-12*

The words "superpowers", "allies", and "foreign policy" are always in our news. In this role-playing program, your students learn firsthand what these words mean as they become the leader of a superpower nation. The king of an allied, strategically important nation seeks their support in suppressing a popular rebellion. Should they get involved in another country's internal affairs? Students use the history of U.S. Expansion and Imperialism, the Cold War, the Vietnam War, and current world affairs to guide them through this challenging simulation.

| | |
|---|---|
| FOR-APPLE-A | $89.95 |
| FOR-IBM-A | $89.95 |

## Colonization:
Exploring the New World

*Grades 5-8*

It's the future and your students have to make key decisions about the colonization of space. Rival nations are already establishing military bases and trading ports on nearby planets. Should the U.S. send out its own exploratory colonies? Who should go? Who should pay for it? Students refer to the history of Colonial America, using the experiences of French traders, English colonists, and Spanish Conquistadores to help them make decisions in this new Age of Exploration.

| | |
|---|---|
| COL-APPLE-A | $89.95 |
| COL-IBM-A | $89.95 |

## Urbanization:
The Growth of Cities

*Grades 5-8*

As mayor of a peaceful little town, your students must decide how they will manage their town's growth when a valuable resource is found there. Will they impose restrictions on growth, regulating the expansion of both the local mining industry and the community? What will happen to the "quality of life" in the town if it becomes an urban center? You and your students will find many contemporary and historical urbanization issues to discuss in this thought-provoking simulation.

| | |
|---|---|
| URB-APPLE-A | $89.95 |
| URB-IBM-A | $89.95 |

## Immigration:
Maintaining the Open Door

*Grades 5-8*

Although a nation of immigrants, the United States still limits the number of people who want to settle here. Taking on the role of the President of the United States, your students must decide how to handle thousands of uninvited refugees waiting to land on our shores. Should they be welcomed or turned away? Are there any other ways to solve the problem? A presidential primary election and pressure from the port city where the refugees are about to land are just a few of the factors students must weigh as they make their critical decisions.

| | |
|---|---|
| IMM-APPLE-A | $89.95 |
| IMM-IBM-A | $89.95 |

## Revolutionary Wars:
Choosing Sides

*Grades 5-8*

What causes a revolution and what happens to those who oppose it? This challenging simulation draws on the history of the American Revolution as well as the French, Russian, Chinese, Latin American, and African revolutions to help students answer these and other complex questions. Students play the part of governor of a fictional province experiencing a revolutionary movement among some of their citizens. Rebels, merchants, and the national government each want the governor's support. Caught in the middle, your students learn that there's not always a clear division of winners and losers in a revolution.

| | |
|---|---|
| REV-APPLE-A | $89.95 |
| REV- IBM-A | $89.95 |

*Announcing the newest DECISIONS, DECISIONS...*

# On the CampaignTrail:

## Issues and Image in a Presidential Election

*New!*

### Election Preparation.
Few national events stir the American public's emotions as much as a presidential election. With one on the horizon, you have an opportunity to actively involve your students in this election process.

### Campaign Strategies.
In this new **Decisions, Decisions** program, your students assume the role of a bold third party candidate for President of the United States. Running behind in the polls, they must finalize their platform as they begin a final cross-country campaign tour. What do different groups in different parts of the nation want?

### The Votes are In!
The winners in this simulation are all of your students, now better able to evaluate candidates and issues and participate in the actual election process.

### Students Discuss:
- The workings of the Electoral College
- The major differences between Democrat and Republican, and liberal and conservative
- Federal, economic, defense, social reform, and foreign policy issues
- Campaign strategies
- Special interest groups and political action committees

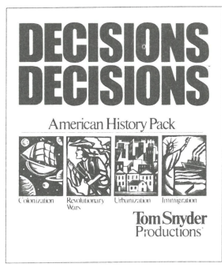
### Program Includes:
- Our largest and most complete Teachers Guide yet
- A guide to election issues
- Lesson plans
- Reproducible student worksheets
- 24 Student Reference Books filled with charts, graphs, and conflicting viewpoints on the issues

### Grades 7-12

### Order Information

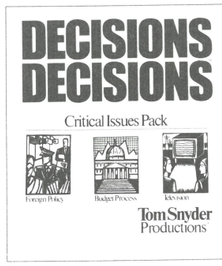
| | |
|---|---|
| CAM-APPLE-A | $119.95 |
| CAM-IBM-A | $119.95 |

## *Save money... with special DECISIONS, DECISIONS Packs.*




### American History Pack
This pack combines four DECISIONS, DECISIONS titles - **Immigration**, **Urbanization**, **Colonization**, and **Revolutionary Wars** - and covers the main units of the American history curriculum. If purchased separately, your cost would be $360. Now you can **save $40** on the four programs, conveniently packaged in one handy vinyl binder.

| | |
|---|---|
| AHP-APPLE-A | $320.00 |
| AHP-IBM-A | $320.00 |

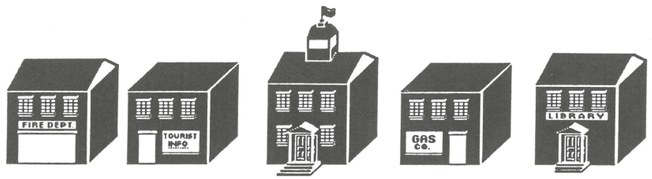



### Critical Issues Pack
This pack combines three DECISIONS, DECISIONS titles - **Budget Process**, **Foreign Policy**, and **Television** - and addresses some of today's most important issues. If you purchased these individually, your cost would be $270. Now you can **save $30** on the three programs, conveniently packaged in one handy vinyl binder.

| | |
|---|---|
| CIP-APPLE-A | $240.00 |
| CIP-IBM-A | $240.00 |

# Our newest releases.
## The best in social studies continues...

# Our Town Meeting:
*A Lesson in Civic Responsibility*




### Stage an educational drama in your classroom.

The entire class enrolls in this dynamic one-computer simulation which encourages students to consider vital community issues. Students, as members of appointed town agencies, must propose town projects such as renovating a historical section of town, installing traffic lights, or building a new hospital. They compete for the town's available dollars and collaborate to distribute those dollars most effectively. As mayor, the teacher arbitrates the agencies' discussions and negotiations. In the end, everyone must balance their priorities between doing what might be popular and doing what is fiscally responsible for the town.

### Community awareness.

**Our Town Meeting** helps your students develop a better understanding of community budgeting processes, debt and interest, and the art of negotiation and compromise. Designed to promote organized and thoughtful discussions, **Our Town Meeting** also encourages students to speak in front of a group, solve problems collectively, and explore their own leadership skills.

### Program Includes:

- Extensive Teacher's Guide
- Reproducible worksheets
- Master disk and back-up disk
- Handy vinyl binder

**Grades 5-12**

### Ordering Information:

| | |
|---|---|
| OTM-APPLE-A | $99.95 |
| OTM-IBM-A | $99.95 |

# The Ripple That Changed American History:
*A Time Line Adventure Game*

***The Ripple That Changed American History*** is an entertaining way for students to see events in American history in chronological perspective. This program reinforces what students know about American history and motivates them to do historical research.

### The mission.

Your students mission is to locate and destroy a dangerous disturbance in time called the Ripple. It is moving through America's past and getting precariously close to destroying the present as it swiftly mangles and misplaces events. Time is of the essence!

### The equipment.

A History Machine that allows students to enter a time tunnel and use all available resources to locate and destroy the dangerous Ripple. The ***Encyclopedic Dictionary of American History,**** a comprehensive resource book of important dates, names, trends, and movements in U.S. history is included for researching events and dates. Time line sheets are also provided for recording students' movements through time.

*See page 11 for information on ordering extra copies of the *Encyclopedic Dictionary of American History*

### Program Includes:

- Extensive Teacher's Guide
- Lesson plans
- Reproducible worksheets
- Encyclopedic Dictionary of American History
- Time line sheets

**Grades 5-12**

### Ordering Information:

| | |
|---|---|
| RIP-APPLE-A | $69.95 |
| RIP-IBM-A | $69.95 |



Speed call your order. Call 1-800-342-0236

# The Other Side

## *An unparalleled learning experience for all social studies classes.*

### How do you teach peace?

**The Other Side** is a unique and dynamic computer simulation that successfully teaches students how to cooperate and communicate as they work towards achieving a peaceful coexistence in a world where interests and values conflict.

### Group interaction.

When playing **The Other Side,** your students are divided into two teams, each representing an independent nation. They must develop appropriate strategies for maintaining a stable economy, military responsibility, and national security. The teams work in a competitive or collaborative effort to build a bridge uniting the nations - a bridge of peace.

### The classroom and beyond.

As you step back and watch your students, you'll see how one software program can dramatically extend its scope beyond the classroom - and into your students' lives.

### Three ways to play.

- Using one computer
- Connecting two computers together by modem
- Connecting two computers together with cables (see below)

Many teachers have used the two-computer option to connect computers at opposite ends of the computer lab or in separate classrooms using cables. (See below). You can also connect your classroom to neighboring schools as a great way to introduce students to telecommunications.

*New!*
### The Other Side Cables (optional)

**Cables Available** (each cable is 25 feet long)

| To Connect | Technical Notes | Cable Order Information | |
|---|---|---|---|
| Apple II+,e to Apple II+,e | Connects to built-in joy stick port of each computer. | CAB-II-JOY-A | $35.00 |
| Apple II+,e to Apple II+,e | Both computers must have Apple super serial cards. | CAB-II-SER-A | $40.00 |
| Apple IIc to Apple IIc | Connects to built-in serial port of each computer. | CAB-IIC-A | $40.00 |
| Apple IIGS to Apple IIGS | Connects to built-in serial port of each computer. | CAB-GS-A | $40.00 |
| Apple IIe to IBM PC/PCjr* | Apple must have super serial card and IBM must have asynchronous serial card. | CAB-II-IBM-A | $45.00 |
| IBM PC/PCjr to IBM PC/PCjr* | Both computers must have asynchronous serial card. | CAB-IB-IB-A | $45.00 |

*PCjr owners must purchase serial adaptor for the PCjr from an IBM dealer.

No 30-day preview available on cables.

### Program Highlights:

- Various levels of playing difficulty provide greater challenges for experienced student "diplomats" who'll have something new to learn each time they play!
- You need only one or two computers to engage a large group of students.
- An extensive Teacher's Guide provides many tips on how to use the program successfully in the classroom.

**Grades 5-12**

### Program Includes:

- Extensive Teacher's Guide
- Lesson plans
- Reproducible worksheets
- Two Student Guides
- Master and back-up disks
- Built-in communications software
- A handy vinyl binder

### Order Information

| | |
|---|---|
| TOS-APPLE-A | $69.95 |
| TOS-IBM-A | $69.95 |
| Lab Pack* | |
| TOS-APPLE-LAB-A | $210.00 |
| TOS-IBM-LAB-A | $210.00 |

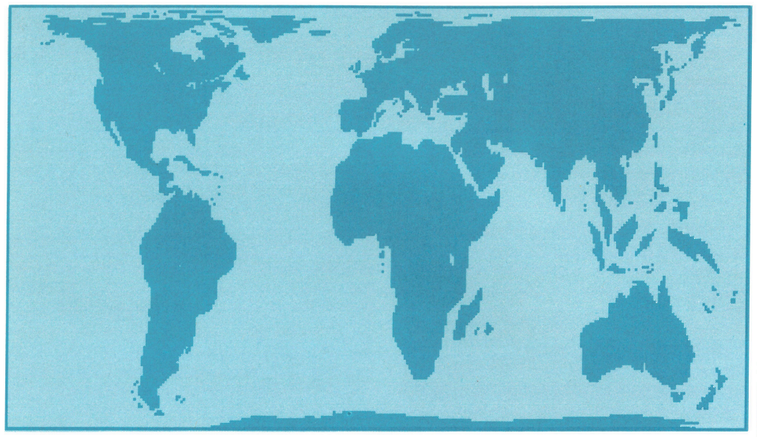
*Lab Packs include 10 disks in addition to all other materials.

***The Other Side*** *was the winner of the* ***Classroom Computer Learning - Software of the Year Award*** *and* ***Parent's Choice Award.***

Take advantage of our free 30-day preview.

# Geo World

*Explore geography and geology with a powerful learning tool.*



## Program Includes:

- Extensive Teacher's Guide
- Lesson plans
- Valuable reference material
- Reproducible student worksheets
- Curriculum guide correlating **GeoWorld** with all major earth science and geography texts
- Multiple- loading option
- Master disk and a data disk which can be copied for each student
- Handy vinyl binder

## Grades 5-12

## Ordering Information

| | |
|---|---|
| GEO-APPLE-A | $79.95 |
| Lab Pack* | |
| GEO-APPLE-LAB-A | $240.00 |

*Lab Packs include 10 disks in addition to all other materials.

## Geography and geology become living sciences.

**GeoWorld** is the first educational software program to build a huge scientific database into a powerful simulation. On a geological expedition, your students use a geologist's tools and tests to explore the world searching for any of 15 major mineral resources. They travel over a beautiful computer-graphics map accurate to 1° of longitude, discovering where our most important resources are located and why these minerals are crucial to an interdependent world.

## AppleWorks™ connection.

**GeoWorld** is specially designed so that information gathered during your students' geological exploration is stored on a personal data disk ready to use with **AppleWorks™**, the popular database, spreadsheet and word processing program. Students can set up their own databases, examine and manipulate data, and print out their findings.

## Student research tool.

In their investigations, your students learn firsthand about world geography, natural resources, rock formations, geological testing, and the interpretation of maps, meters, charts, and cross-sectional diagrams. Used with individuals, small groups, or your entire class, **GeoWorld** is also an excellent introduction to the power and uses of databases.

## Hands-on experience.

**GeoWorld** is a hands-on way to add more excitement to earth science, social studies, and geography curriculums. The Teacher's Guide provides lesson plans for fitting **GeoWorld** into your curriculum, as well as a guide correlating **GeoWorld** to all major earth science and geography textbooks.

*New!*

## World Map: Peters Projection

Display this colorful map in your classroom and help your students keep track of where they are in **GeoWorld**. This new 35" x 50" world map presents all countries according to their true size and area.

MAP-A $7.95

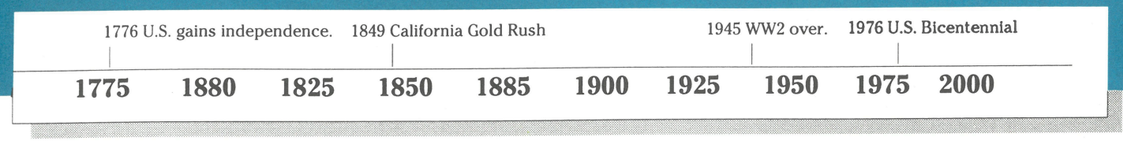
(No 30 day preview available.)



Speed call your order. Call 1-800-342-0236

# Time Liner

*Turn your printer into a time line making machine.*




## A natural for social studies.

Use **TimeLiner** to illustrate the chronology of historical events and to look at patterns in history. The program also includes complete sample historical time lines.

## A tool for everyone.

**Teachers from other subject areas will borrow TimeLiner from you!** For example, **TimeLiner's** time lines can be useful for:

- Science - as tools for planning and recording science experiments
- Language Arts /English - to outline papers or chart major events in a novel.
- All teachers and administrators - for curriculum planning or organizing school events.

## Many different uses

With a computer and a printer, you and your students can create time lines of any length (up to 99 pages long!) and with whatever information you want. Your time lines can vary in lengths: a day, a week, a year, or many years. The time lines are always printed out sideways, in a large, easy-to-read banner format that's perfect for posting on the wall of a classroom. By using **TimeLiner's** special merge feature, you will find it easy to merge two time lines together to compare one sequence of events with another that happened over the same period of time. The possibilities are endless!

## Program Includes:

- Extensive Teacher's Guide
- Reproducible worksheets
- Sample historical time lines already formatted on the disk
- Master and back-up disks
- Sturdy vinyl binder

## Grades: K-12

## Ordering Information

| | |
|---|---|
| TIM-APPLE-A | $59.95 |
| Lab Pack* | |
| TIM-APPLE-LAB-A | $180.00 |

*Lab Packs include 10 disks in addition to all other materials.

*New!*

# TimeLiner Data Disks

These time-saving data disks are just what you asked for. Perfect for merging with the time lines you and your students already create with your **TimeLiner** program. Each disk contains at least 10 fully researched time lines on topics you teach in your classroom.

## American History

All of the important units in American history are covered in this series. Time lines include Colonial Times, World Wars I and II, the Cold War, and many others.

TDH-APPLE-A $19.95

## Science and Technology

Merge these time lines with various historical time lines to see how invention and technological advancement may have been influenced by other significant events. The Industrial Revolution, Space Exploration, and The Age of Computers are a sampling from this disk.

TDS-APPLE-A $19.95

## The Arts

Great events and accomplishments in the history of art, music, literature, photography and other cultural areas are illustrated on this disk's time lines.

TDA-APPLE-A $19.95

## Events of the 70's & 80's

Your students will have fun comparing time lines of their personal histories to time lines of events that have occurred during their lifetimes. Significant events in recent pop culture, politics, science, art, music and sports are chronicled in this series.

TDE-APPLE-A $19.95

## A Day in the Life of...

Students can use **TimeLiner's** merge feature to compare a day, a week, a year or many years in their lives with the same time period of people in various careers, like the President of the United States, an astronaut, a model, or a banker.

TDD-APPLE-A $19.95

## Data Disk Pack

Save 20%. Purchase all five **TimeLiner Data Disks** for the price of four.

TDF-APPLE-A $80.00

# Coming Soon...
## Order now and save Money with these special pre-release prices.

*Coming soon!*

## National Inspirer:™

***A sure-fire, large-group, one-computer US geography game.***

At last a United States geography game designed to involve your entire class at once, using only one computer. Your students are inspired to learn important state statistics like geographic area, population density, elevation and climate as they participate in this fun, fast-paced search game.

Watch your students plan strategic moves from state to state as they try to collect the largest quantities possible of important US commodities from food products like grapes, poultry and grain to important resources like coal, lumber and oil. They will discover how these goods are distributed throughout the country, while sharpening their skills in state identification, map reading, strategic planning and group interaction.

**Program Includes:**
- Extensive Teacher's Guide
- Reproducible worksheets
- Maps and charts
- Master disk
- Back-up disk
- Handy vinyl binder

**Grades 5-8**

**Order Information**

| | |
|---|---|
| NAT-APPLE-A | $69.95 |
| NAT-IBM-A | $69.95 |

*Available November 15, 1987*

*Coming soon!*

## LifeLab:™

***The Math/Science Exploration Station.***

***By George Brackett***

Imagine doing experiments to discover and explore the hidden rules underlying the behavior of life forms.

**LifeLab** is a simulation laboratory for creating, exploring, and experimenting with imaginary creatures that live in a world of little square cells and behave according to very simple rules.

Based on the famous "Game of Life" invented by the mathematician John Conway in the 1960's, this provocative new program provides your students with an environment in which they will strengthen their ability to formulate and test scientific and mathematical hypotheses.

**Program Includes:**
- Extensive Teacher's Guide
- Reproducible worksheets
- Master disk
- Back-up disk
- Handy vinyl binder

**Grades 5-12**

**Ordering Information:**

| | |
|---|---|
| LIF-APPLE-A | $79.95 |

*Available January 1, 1988*

*Coming soon!*

## Little Shoppers Kit™

***At last, math software for the entire class.***

***Designed by Phyllis Kalowski and Liz Della Paolera***

Setting up classroom "stores" is easier than ever with this teacher - designed software! **Little Shoppers Kit** provides everything a primary school teacher needs to recreate this fun learning experience in their own classroom.

It also turns the classroom computer into a helpful cash register that keeps track of the students' buying and selling. Step-by-step lesson plans and grade-specific student worksheets are included in the Teacher's Guide.

**Program Includes:**
- Extensive Teacher's Guide
- Lesson plans
- Reproducible worksheets
- Master and back-up disks
- Handy vinyl binder

**Grades K-4**

**Ordering Information:**

| | |
|---|---|
| LSK-APPLE-A | $79.95 |
| LSK-IBM-A | $79.95 |

*Available January 1, 1988*



Speed call your order. Call 1-800-342-0236

# Highly recommended...
## and new to our catalog.

## In Search of the Most Amazing Thing

***Children, Education & Computers***

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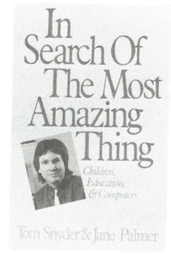


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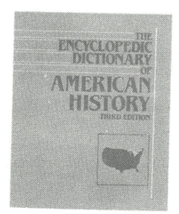


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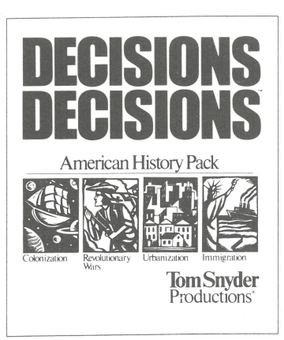


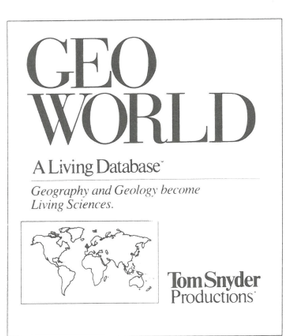


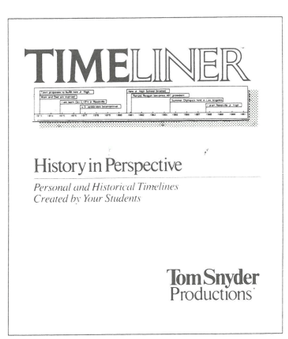


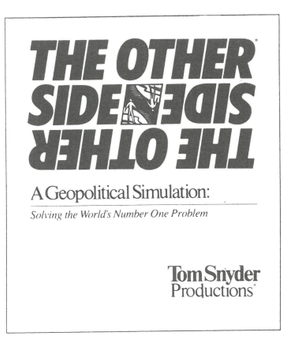


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